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MAGIC

The Gathering™

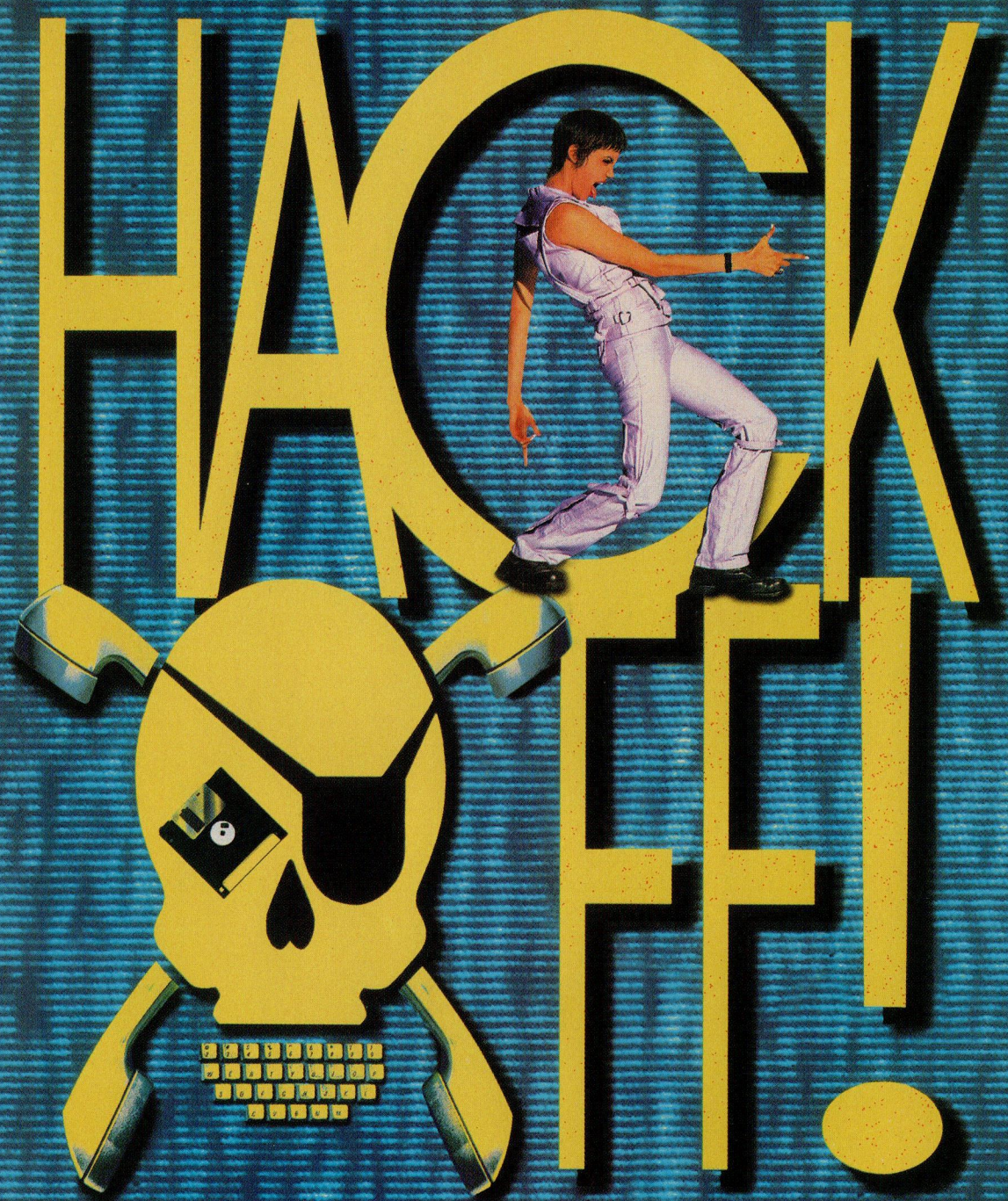
ARABIAN NIGHTS™



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HACKERS

UNITED ARTISTS PICTURES PRESENTS AN IAIN SOFTLEY FILM "HACKERS" JONNY LEE MILLER ANGELINA JOLIE FISHER STEVENS AND LORRAINE BRACCO MUSIC BY SIMON BOSWELL



EXECUTIVE PRODUCER IAIN SOFTLEY CO-PRODUCER JANET GRAHAM WRITTEN BY RAFAEL MOREU PRODUCED BY MICHAEL PEYSER RALPH WINTER DIRECTED BY IAIN SOFTLEY



ON LINE-THIS FALL!



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At the edge of the
forest Fa'adiyah, on the
world of RABIAH.

A TIME TO GATHER

IT IS
DONE.

WITH YOUR *FALL*,
I BEGIN MY JOURNEY!
I *WILL* WALK THE
ETHER PLANES!

AAAGH!

Writers- Susan Wright &
Jeofrey Viña
Penciller- Alexander Maleev
Inker- Rodney Ramos
Painted Color- Michael Tuccinard
Letterer- Adam Niedzwiecki
Editor- Jeffrey Gómez
Editor-in-Chief- Bob Layton

Cover Painting by Michael Dringenberg



NOW, MY APPRENTICE, COMPLETE THE RITUAL. DRAW BLOOD...



...AND JOIN IT WITH THAT OF YOUR FALLEN BROTHER.

TAKE HIS MEMORIES AS YOUR OWN.

WHERE ONCE THERE WERE TWO...



...LET THERE BE ONE!



NYAAAGH!

NOOO!
I SEE HIS LIFE.
I FEEL HIS DEATH
...MY DEATH!

NAILAH!
THE PAIN!



YOUR PAIN IS IRRELEVANT.

NAILAH,
YOU MUST
HELP ME!



DO NOT
WEAKEN
NOW,
TAYSIR.

HEED THESE WORDS--THE
LORE OF THE ANCIENTS
FORETELLS OF THE ONE
MADE OF FIVE...

...A RABIAN MAGE,
DESTINED TO BECOME THE
MOST POWERFUL
SORCERER EVER KNOWN.

THIS RABIAH, AND
THE RABIAH FROM WHENCE
WE CAME, ARE BUT TWO
OF THOUSANDS-- ALL
THE SAME, YET ALL
SOMEHOW DIFFERENT.

BUT I SEE
PICTURES...
I FEEL HIS
ANGUISH...
I RELIVE HIS
DEATH AGAIN
WITH EVERY
HEARTBEAT.



I HAVE LEARNED
THERE IS ONLY ONE MAN
WHO HAS BUT FIVE
VERSIONS, TAYSIR--
THAT MAN IS YOU!

YOU HAVE JOINED WITH
ONE ALREADY. YOU MUST
FIND THE OTHER THREE
TAYSIRS AND BECOME... ONE.

LET THE RING OF MARUC
TAKE US TO THE NEXT. SOON...
WE SHALL BE INVINCIBLE!

AS ALWAYS,
MISTRESS,
I OBEY.

THERE,
APPRENTICE--
THE NOMAD.

The vast desert of
KARUN... Taysir's next
DESTINATION.



THIS
TAYSIR IS
NOTHING!

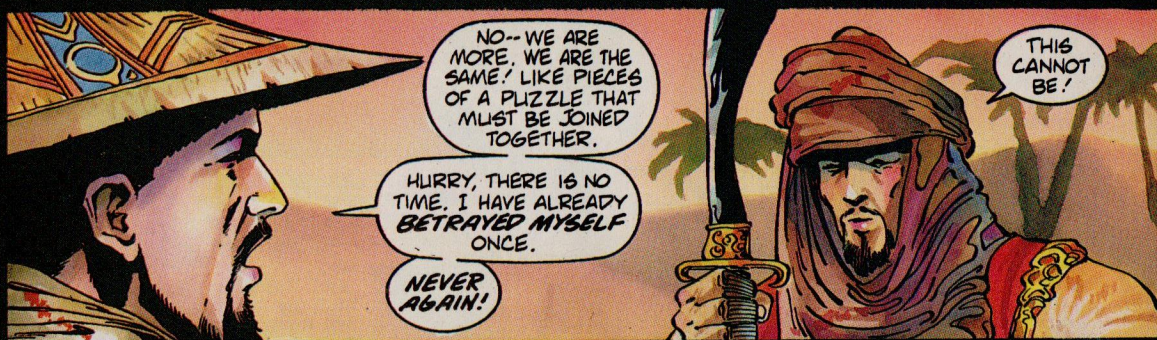
TAKE
HIM!

NOTHING...

...OR A
PIECE OF MY
OWN SOUL

WHO? IN
ALLAH'S
NAME!

YOU
LOOK
LIKE
ME!



NO-- WE ARE
MORE. WE ARE THE
SAME. LIKE PIECES
OF A PUZZLE THAT
MUST BE JOINED
TOGETHER.

HURRY, THERE IS NO
TIME. I HAVE ALREADY
BETRAYED MYSELF
ONCE.

NEVER
AGAIN!

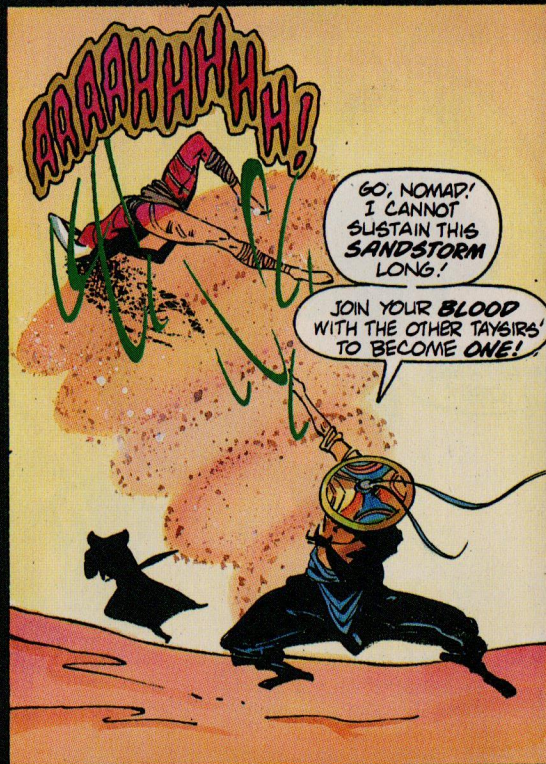
THIS
CANNOT
BE!



TAKE THIS
RING. IT WILL
LEAD YOU TO
THE OTHER
TAYSIRS!

OTHER
TAYSIRS?

STOP
APPRENTICE--YOU
CANNOT...



AAAAHHHHH!

GO, NOMAD!
I CANNOT
SUSTAIN THIS
SANDSTORM
LONG!

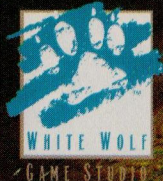
JOIN YOUR BLOOD
WITH THE OTHER TAYSIRS!
TO BECOME ONE!

THE UMBRA™

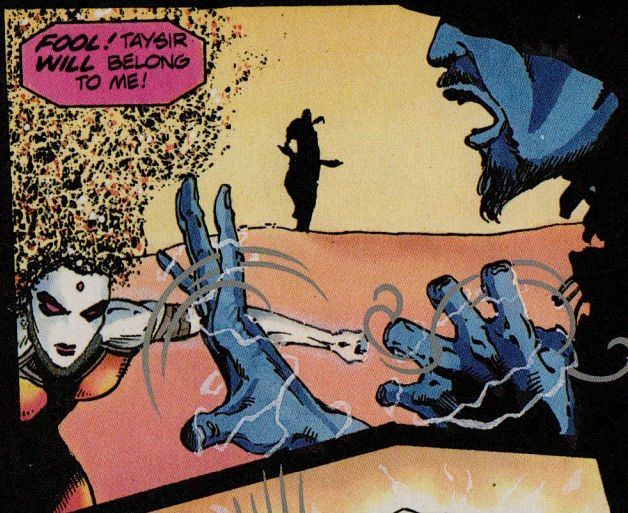
The blood of the fomori drips from Mari Cabra's claws. Mewling packs of Wyrn creatures retreat before her and vanish in fear into the Umbra. She smiles, and steps sideways into her reflection: they will not escape her. Werewolves have entered into a new field of combat. Greater danger — and greater triumphs — await in the Velvet Shadow, the spiritual reflection of our world — the realm known as the Umbra.

The Umbra is the first expansion for RAGE, the balls out best-selling game of werewolf combat. With over 90 new cards, the Umbra introduces to RAGE fans an entirely new level of play, including a brand-new Quest card series, new characters such as the legendary Wahya Ohni, and a variety of novel foes, such as umbral spirits and the dreaded reality-warping Nexus Crawler.

RAGE
The Werewolf: The Apocalypse
Collectible Trading Card Game



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FOOL! TAYSIR
WILL BELONG
TO ME!

NOMAD! DO
NOT TAKE
TAYSIR IN
VIOLENCE!

OR WE WILL
ALL BELONG TO
THIS SORCERESS
FOR ETERNITY!

THIS
MADNESS
MUST END HERE,
NAILAH! I CAN
BEAR THE PAIN
NO LONGER!

YOU'VE LEARNED
WELL, APPRENTICE.
BUT WHO WAS YOUR
TUTOR?

WHO SPEAKS
NOT INTO YOUR EARS--
BUT INTO YOUR
HEART?

I HAVE
SERVED YOU
A LIFETIME,
NAILAH.

I BEG
YOU NOW--
GRANT
ME MY
SOUL!

GO,
NOMAD!
FREE US
ALL!

SUCH
FEARSOME
POWER! BUT THE
PASSION IN
HIS WORDS--

--THEY
CUT ME TO
THE
CORE!



The BAZAAR of
BASSORAH, in the
land of RABIAH.





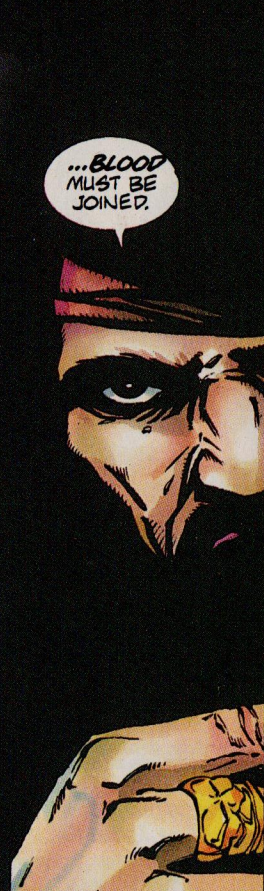
MAY ALLAH
BLESS YOU,
MY SON.

YES, I CAN
FEEL IT--THIS
WORLD IS SOME-
HOW NOT MY
OWN.

HE...
IS ME.



AND TO
BECOME
ONE...

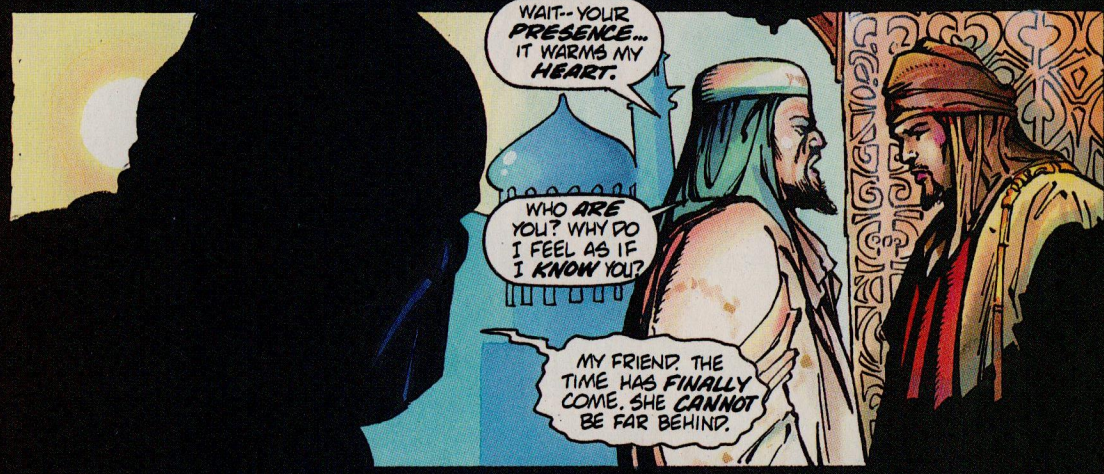


...BLOOD
MUST BE
JOINED.



HO THERE!
TAYSIR!

YES, MY
SON.



WAIT-- YOUR
PRESENCE...
IT WARMS MY
HEART.

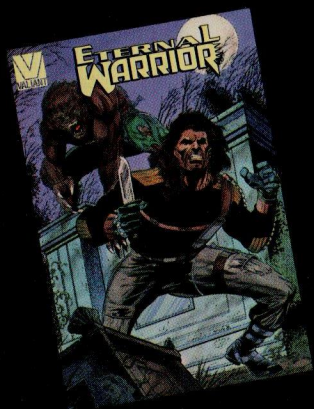
WHO ARE
YOU? WHY DO
I FEEL AS IF
I KNOW YOU?

MY FRIEND, THE
TIME HAS FINALLY
COME. SHE CANNOT
BE FAR BEHIND.

JUSTICE IS ETERNAL. IT'S JUST THE WEAPONS THAT CHANGE.



ETERNAL WARRIOR. IN AUGUST.



**45 & 46: BAD MOON RISING. ETERNAL WARRIOR VS. WEREWOLVES.
BY WRITER JOHN OSTRANDER.**

THE *WHEEL* HAS
ALMOST COMPLETED
ITS TURN. IT IS *NOT*
SAFE TO STAY.

TAYSIR, MY
DERVISH FRIEND,
THERE IS TOO MUCH
FOR ME TO EXPLAIN...
I HAVE AWAITED
THIS MOMENT FOR
DECADES.

THAT *RING* ON
YOUR FINGER. I
THOUGHT I WOULD
NEVER SEE IT AGAIN.

IT WIELDS *GREAT*
POWER. A POWER THAT
NAILAH HOPES TO
PERVERT FOR HER
OWN ENDS.

NAILAH! THAT WAS
THE NAME I HEARD IN
THE DESERT. THAT
WITCH-- YOU KNOW
OF HER, YOU *SERVE*
THIS WOMAN--

--NOT SO!
IT IS TRUE THAT
I ONCE *DID*
SERVE HER.
NO MORE!

MY *LEPROSY*
WAS BORN OF HER
MAGIC. NAILAH AND
I WERE *APPRENTICED*
TO A
GREAT SORCERER,
EL HAJJAJ.

I *BETRAYED*
HER, AND SHE
"*GIFTED*" ME
WITH THIS DISEASE.
I WANT ONLY TO
PUT AN *END*
TO HER EVIL.

WORTHY
WORDS, IF
WHAT YOU
SPEAK
IS TRUE.





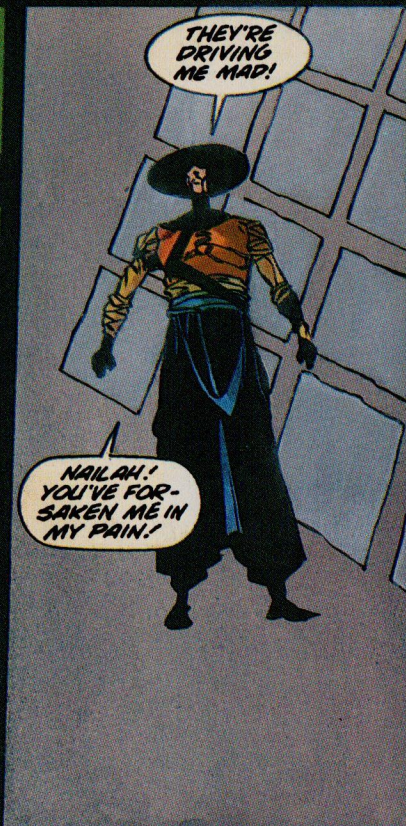
Nailah's keep on the
crag of Sana'a.

I HAVE
ERRED...



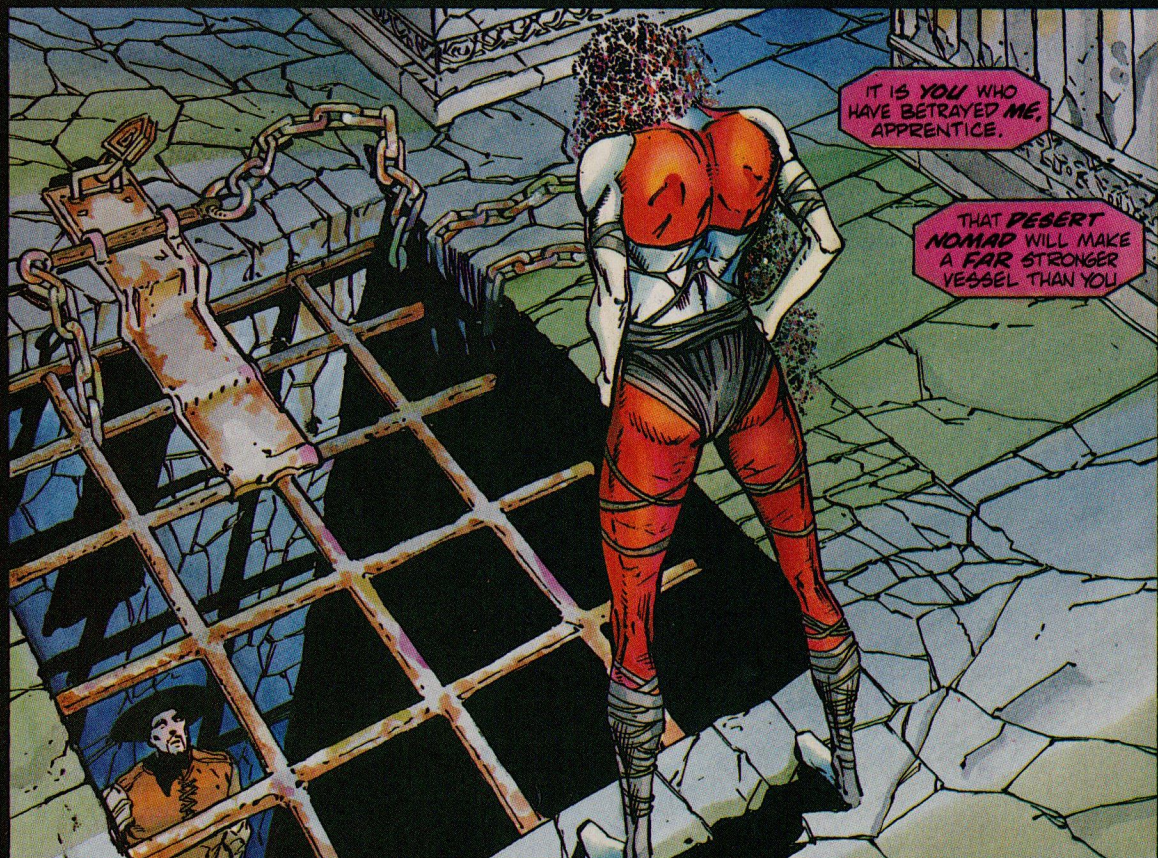
...AND NOW I
AM HAUNTED
BY THE TAYSIR
WHOSE LIFE I
STOLE.

THE SHEPHERD'S
MEMORIES TAUNT ME
--THEY REPEAT MY
BETRAYAL OF HIM
OVER AND OVER AGAIN.



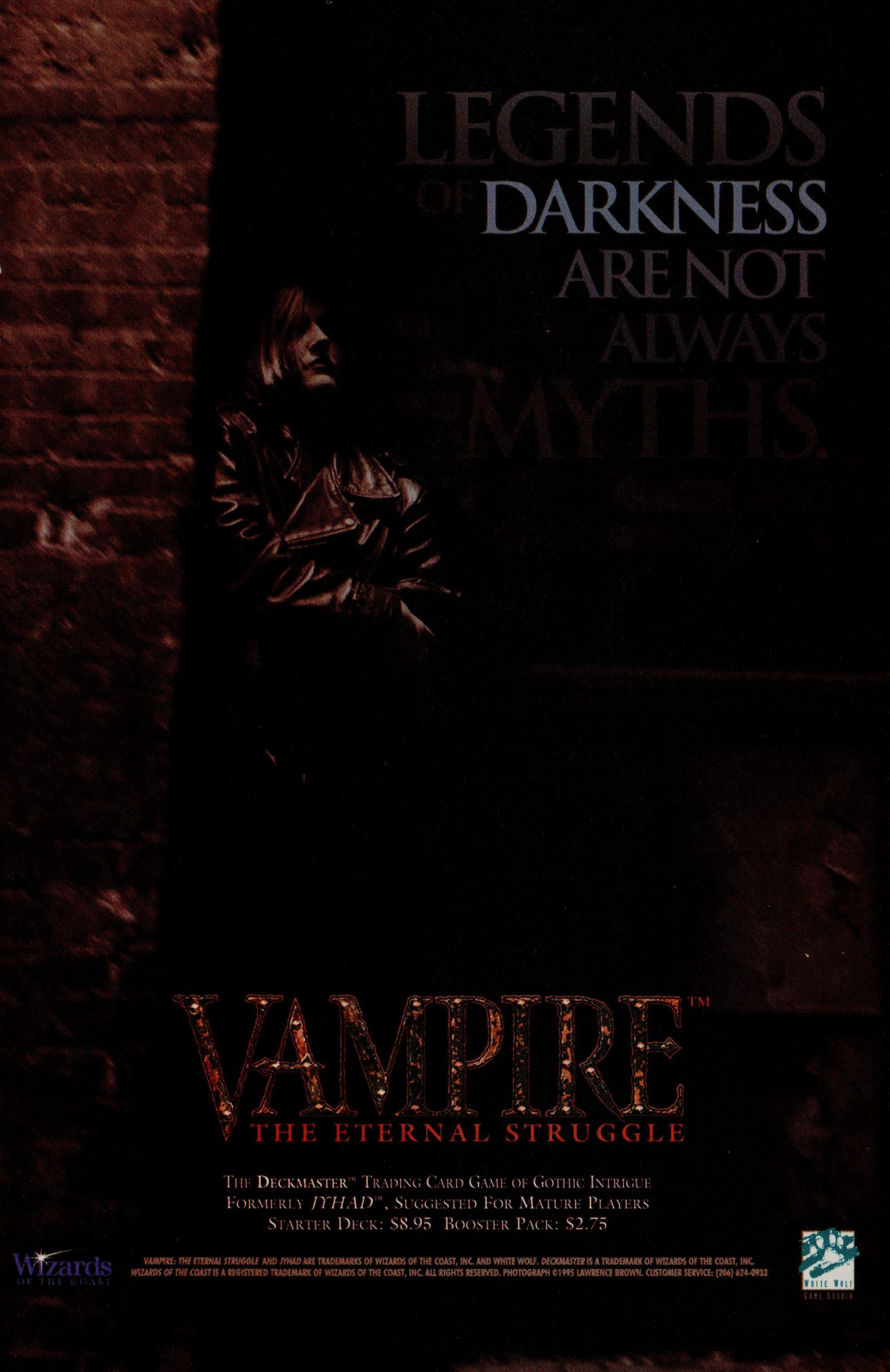
THEY'RE
DRIVING
ME MAD!

NAILAH!
YOU'VE FOR-
SAKEN ME IN
MY PAIN!



IT IS YOU WHO
HAVE BETRAYED ME,
APPRENTICE.

THAT DESERT
NOMAD WILL MAKE
A FAR STRONGER
VESSEL THAN YOU

A person with long hair, wearing a dark leather jacket, is leaning against a brick wall. The scene is dimly lit, with a strong light source from the left creating a silhouette effect and highlighting the texture of the wall and the person's jacket. The overall mood is mysterious and gothic.

LEGENDS
OF DARKNESS
ARE NOT
ALWAYS
MYTHS.

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WE WILL **NEVER**
SERVE YOU AGAIN! I
STILL POSSESS **SOME**
MEASURE OF POWER.



THERE MUST
STILL BE A
WAY...



AAAGHH!



MY OWN **MAGIC**
TURNS ON ME--**BURNS**
ME. **CURSE** THIS PRISON!



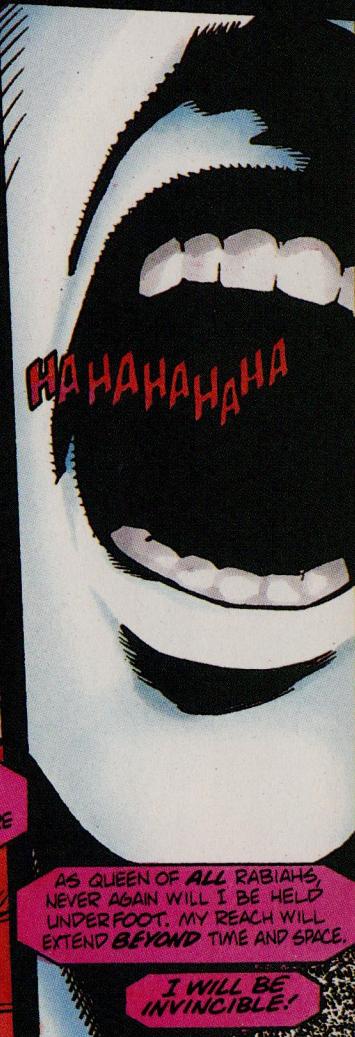
THE **OUBLIETTE**
SERVES ME WELL
--WHILE YOU, ON THE
OTHER HAND, HAVE
FAILED ME,
MISERABLY.

IN ANY CASE, YOU
CAN STOP YOUR
FRETTING,
APPRENTICE. ALREADY
THE **NOMAD** DRIFTS
CLOSER TO MY SIDE.



HAHAHAHAHA

WHEN I **RETURN** WITH
HIM, WE SHALL **END** YOUR
SUFFERING...**PERMANENTLY**.
THEN WE CAN MOVE ON TO MORE
IMPORTANT MATTERS.



HAHAHAHAHA

AS **QUEEN** OF **ALL** **RABIAHS**,
NEVER AGAIN WILL I BE HELD
UNDER FOOT. MY REACH WILL
EXTEND **BEYOND** TIME AND SPACE.

I WILL BE
INVINCIBLE!

I
MUST
TRY...

FORGIVE ME, MY
BROTHER--LEND ME
YOUR STRENGTH, THE
LIVING POWER OF
NATURE
HERSELF.

I CALL UPON A
CREATURE OF DIVINE
WRATH, TO END THIS
CRIPPLING EVIL--

--UHHNN...
NO.

IT
WILL NOT
COME.

THIS IS MY
PUNISHMENT
FOR DESTROYING
THE OTHER
TAYSIR.

YOUR ONLY
PUNISHMENT IS
POSSESSING A
WEAK HEART!

I SHOULD
HAVE CHOSEN THE
NOMAD FROM THE
START.

HIS RUTHLESS
NATURE IS BETTER
SUITED TO
MY NEEDS.

TUROK

DINOSAUR HUNTER[®]

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Acclaim[®]

c o m i c s , i n c .



The Mosque
Quarter in the
city of Bassorah.

CURSED FIEND!
THESE DIRE WARNINGS
OF YOURS WILL NOT
STOP ME.

OUR LIVES
MUST BE JOINED
--I MUST BE THE
ONE TO DO IT.

IT IS AS THE
APPRENTICE
TOLD ME.

NO! YOU MUST
HEED THE VISIONS
OF THE ORB!

LISTEN TO
RASHIB, MY
BROTHER!

YOU'LL SHUT
YOUR MOUTHS--OR
I WILL SHUT THEM
FOR YOU!

KRAK!

PLEASE, IN
ALLAH'S NAME,
MY SON--RASHIB
HAS NO REASON
TO LIE TO YOU.

I, TOO, AM
CONFUSED, BUT
VIOLENCE WILL
ONLY HARM US
ALL.

I GAVE YOU
A CHANCE
FOR A PEACE-
FUL END!

IF I MUST,
I WILL
USE FORCE!



IT'S HEARTENING
TO SEE YOU DON'T
WASTE TIME WITH
FOOLS, SWORDSMAN
TAYSIR.

NAILAH!

COME, BROTHER,
WE'VE ONLY **SECONDS**
TO TURN AWAY FROM
THIS **WITCH**.

M-MY **ACTIONS**--
THEY NO LONGER FEEL
LIKE MY OWN.

LET ME
EASE
YOUR PAIN,
TAYSIR.



TAKE YOUR
SWORD TO THE
DERVISH-- AND
CLEAVE HIM
UNTO YOURSELF.

BY YOUR
SIDE?

UNITE...TAKE
YOUR PLACE BY
MY **SIDE**... AND
YOU WILL KNOW
PEACE.



LIKE THE
APPRENTICE
YOU FOUGHT IN
THE **DESERT**?

IF WHAT YOU
OFFER IS SO
DIVINE, THEN WHY
DID HE **TURN**
ON YOU?

IF YOU DRAW
BLOOD...WE
ARE ALL **LOST**!

THAT ONE WAS
WEAK-- THERE'S
FAR MORE
STRENGTH
IN YOU.

WHAT DO
YOU **HAVE** IN
THE **DESERT**?
NOTHING!

DO THIS,
AND WITH **ME**,
YOU CAN HAVE
EVERYTHING.



THE APPRENTICE DID WARN ME NOT TO TAKE THESE MIRRORS BY FORCE.

DO I DARE PUT MY SOUL AT RISK...?

ALL RIGHT-- GET AWAY, AND RUN WHILE YOU CAN.

I WILL DEAL WITH THE SORCERESS.



WE CAN'T LEAVE YOU HERE-- THIS NAILAH IS TOO POWERFUL!

I AM NOT ENTIRELY POWERLESS MYSELF. NOW GO!



HRRRR!

YOU THINK TO HURT ME WITH THIS FEEBLE PINPRICK?

YOU TOO MUST LEARN--IF YOU ARE TO SERVE ME!

NOW... FEEL THE VERY LIFE EBBING FROM YOUR LIMBS. TAKE THE DERVISH NOW...OR DIE.

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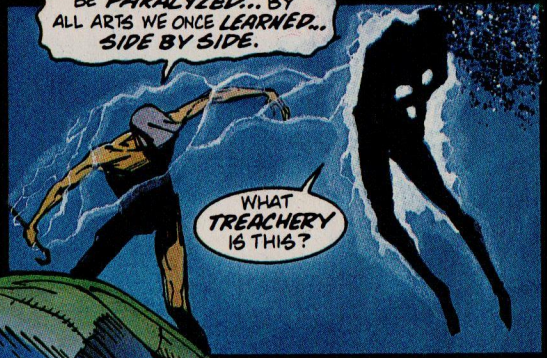
LET HIM GO, NAILAH--
YOU MUST KNOW THIS
PLAN OF YOURS IS
SHEER **INSANITY!**



**FILTHY
LEPER!**

I'LL TAKE
CARE OF YOU
ONCE THIS
DERVISH IS
STILLED.

IT IS YOU WHO MUST
BE **PARALYZED...** BY
ALL ARTS WE ONCE **LEARNED...**
SIDE BY SIDE.



WHAT
TREACHERY
IS THIS?



YOU
DISEASED
WRETCH--
RELEASE
ME!

SUCH TENDER
WORDS... FOR YOUR
BETROTHED.

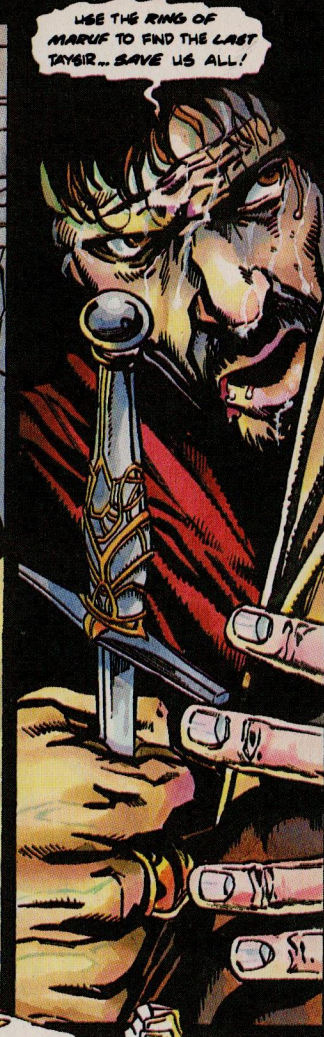


YES,
NAILAH...
IT IS I...
RAGHIB.



BROTHER, CAN
YOU **STAND?**
WE'VE GOT TO GET
OUT OF HERE!

I FEAR NOT...
I AM WEAK...
DYING.



...AND CERTAINLY NOT NOW!

I ACCEPT YOU, TAYBIR... PLEASE...

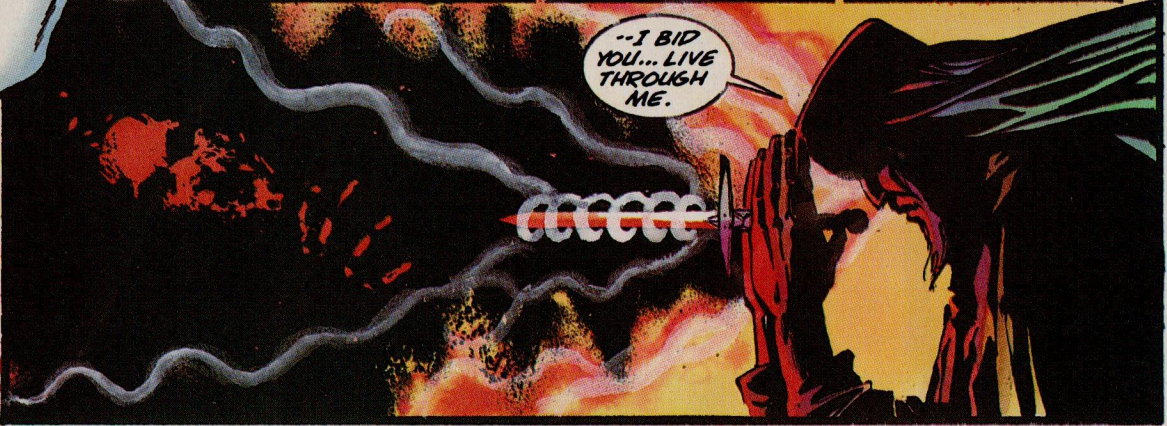
I CANNOT BEAR IT--



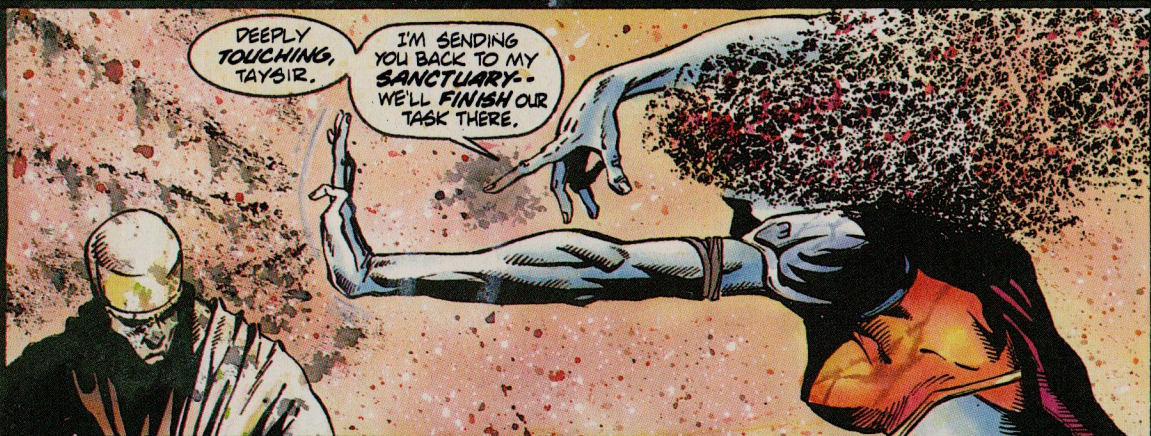
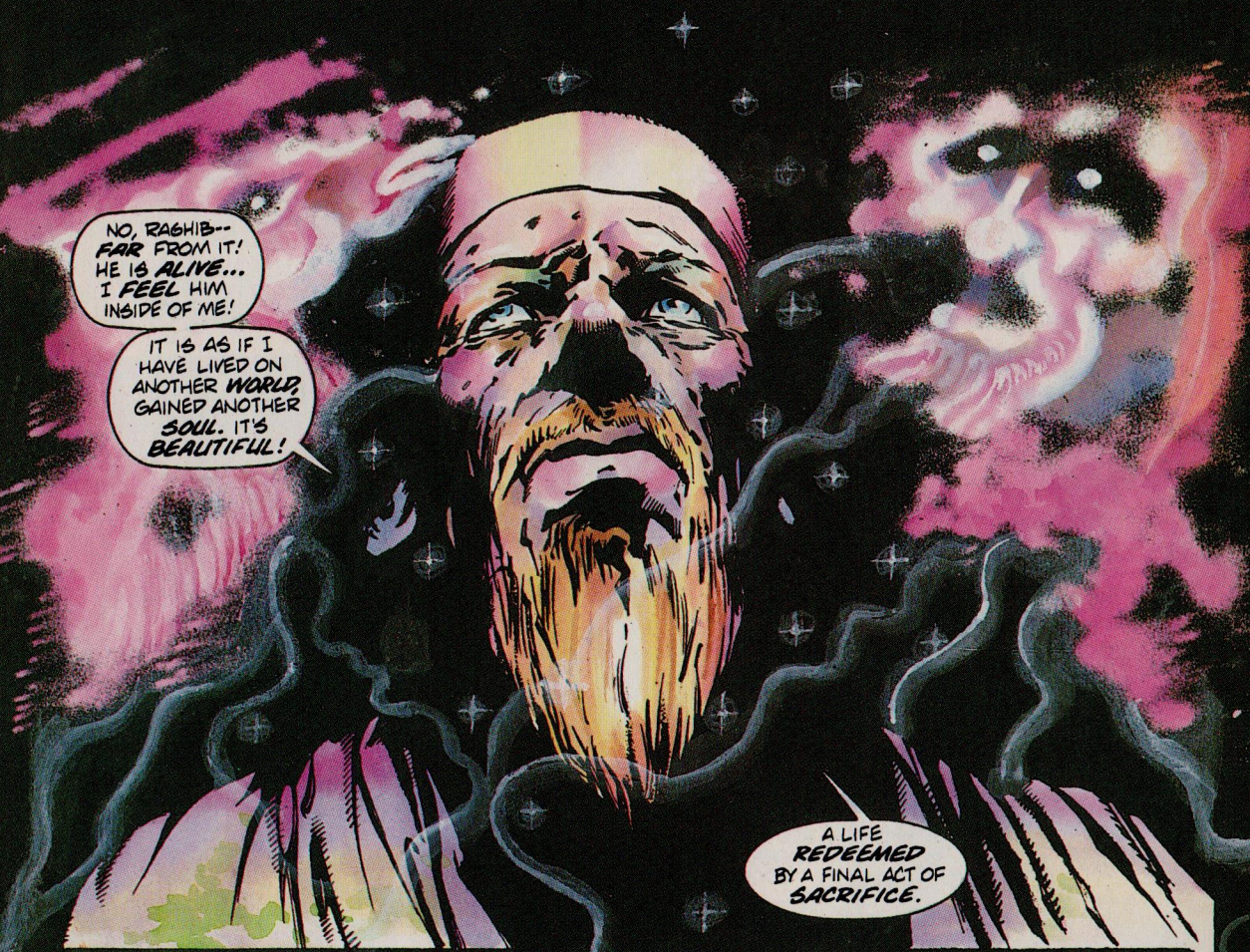
FORGIVE ME, NOMAD.



I DO NOT SEVER YOU FROM LIFE--



--I BID YOU... LIVE THROUGH ME.



PEER INTO THE
LOOKING GLASS,
NAILAH--

--DO YOU
LIKE WHAT
YOU SEE?

SUDDENLY, I'VE
LIVED A **LIFETIME**
WITHOUT HAVING EVER
LOVED YOU, WOMAN...

...I FIND I CAN
SUMMON THE **POWER**
TO TURN MY **BACK** ON
THE GREAT SORCERER
QUEEN.

RRRRGH!

NO!

WE
WHO ARE
TAYSIR
WILL BECOME
WHOLE!

WE WILL
BECOME
FREE!

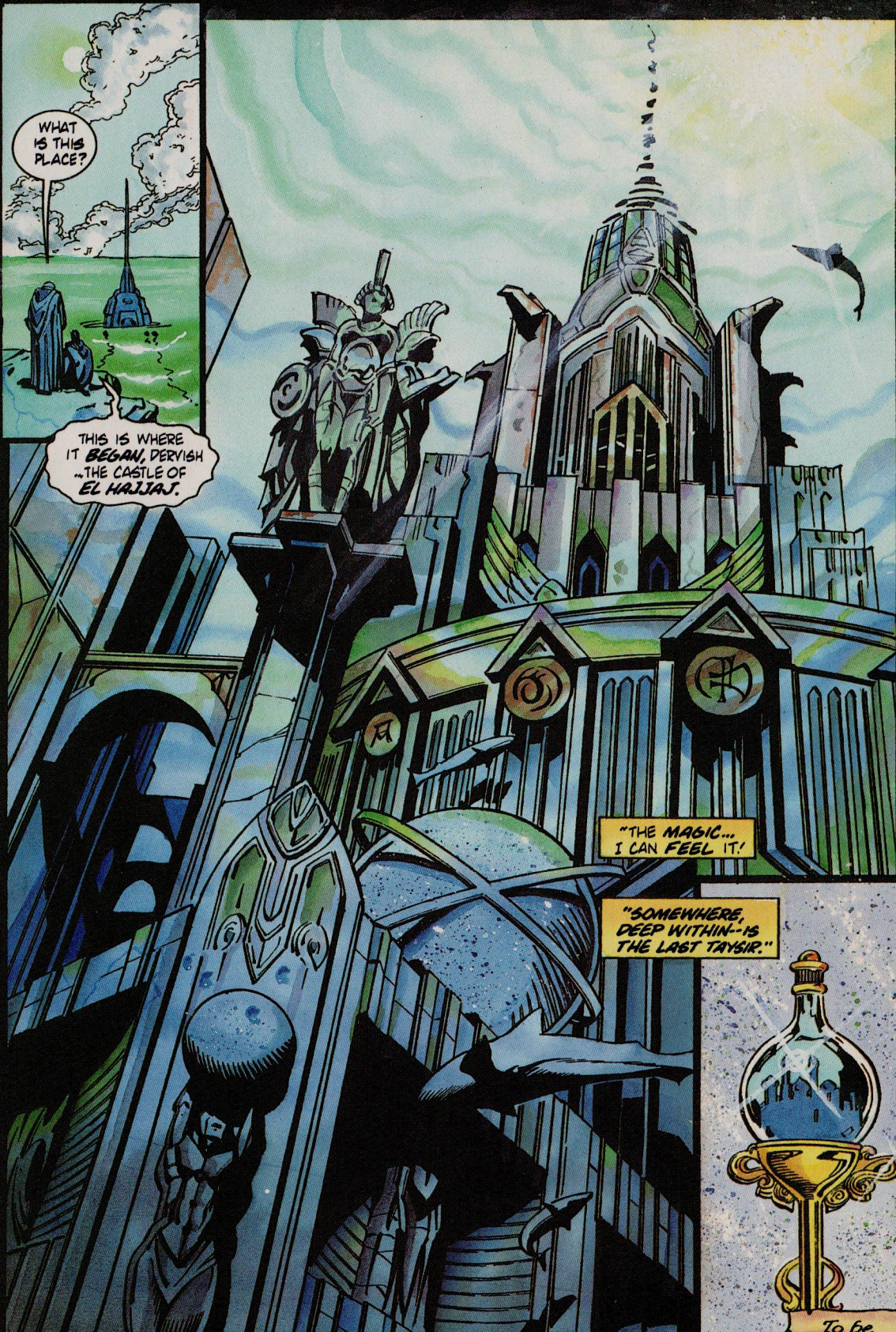
HURRY--SHE'S
BEEN SENT TO HER
KEEP BUT SHE'LL
SOON RETURN.

WITH THIS
RING IN **HAND**
I WILL TAKE US
TO THE **LAST**
TAYSIR!



WHAT
IS THIS
PLACE?

THIS IS WHERE
IT *BEGAN*, DERVISH
...THE CASTLE OF
EL HAJJAJ.



"THE MAGIC...
I CAN FEEL IT!"

"SOMEWHERE,
DEEP WITHIN--IS
THE LAST TAYSIR."



To be
concluded.

MAGIC

The Gathering™

Shahrazad's Tales



Address all letters to: ARABIAN NIGHTS -Jeof Vita, Asst. Editor c/o ACCLAIM COMICS 275 Seventh Avenue New York, N.Y. 10001



Jeff Gómez
Line Editor

I feel like a proud Papa! As of this July, the first batch of Gómez-free Magic: The Gathering stories have made it to the shelves, and what great stories they've been! Hilary Bader gave us

the *Nightmare Special*. Set in the swamps of Golthonor, with artwork by Castrillo and Rodriguez, many of the Magic players here at Acclaim say it's the book to beat this summer. Then, of course, Jerry Prosser began chronicling the biggest domestic squabble ever to hit the universe of Dominia with *The Antiquities War on the World of Magic: The Gathering*. With his triple-tiered take on the conflict between Urza and Mishra, Jerry is bringing an air of sophistication and irony to the Armada Magic line. But that sense of pride I'm feeling really comes to the fore with this issue of *Arabian Nights*.

I've known Susan Wright about four years, now. A mutual friend brought her to a fantasy role-playing game I was running, and before long, this charming RPG novice was portraying a pivotal character in my relentlessly depressing campaign. Susan happened to be quite a prolific writer, and I was a freelance book editor at the time. Before we knew it, I was editing *Star Trek: The Next Generation—Sins of Commission*, her first novel for Pocket Books, and a friendship was born! Susan's gone on to write about half a dozen *Learning Annex Guides*, several *Timewalker* comics for Valiant, and a steamy novel called *Say, Fire* (which has yet to be released in America). Her latest epic, *Star Trek: Voyager—*

Violations, hits bookstores this month.

Less than a year ago, Jeof Vita was an intern with Acclaim Comics' Special Projects division. I was the division editor at that point, and was also editing Valiant's *Magnus, Rai, Psi-Lords* and *Timewalker*, and I was just getting into this whole collectible trading card game thing. To say the least, I was overwhelmed. It was Mr. Vita who graciously came to my rescue. Like Susan (and as opposed to me), writing seems to come easy for Jeof. He can hammer out "advertorials" and letter column copy in the twinkling of an eye. His knowledge of Magic: The Gathering was a great help in putting together Acclaim's initial Magic presentation to Wizards of the Coast, and he's now my Assistant Editor and closest Magic advisor.

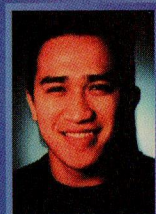
Susan and Jeof—their joining forces was a natural! Taysir is a character who has become a flashpoint in the construction of Armada's Magical universe. Readers first caught glimpses of this enigmatic Rabian in issues #3 and #4 of *Ice Age on the World of Magic: The Gathering*. An extremely different take on Taysir will be revealed in this October's *Homelands* graphic novel. As Armada Line Editor, I knew that Taysir's origin would have to lay a lot of groundwork, and that it needed someone intimate with Dominia's grand scheme, as well as a great storyteller. Susan and Jeof are each a lot of both! Congratulations, kids! You've done me proud!

By the way, a tip of the Cap of the Ice Jester to Alexander Maleev and Rodney Ramos. Their pencil-ink combo continues to get better and better, and both of them lived up to this issue's multiversal themes. Supporting the weight of all this talent on his shoulders is Michael Tuccinard, who hand-painted every

page of this miniseries. The challenge of distinguishing each Rabian plane through subtle use of color, I think, has been well met. Way to go, Mike!

By the way, if any of you have anything to say to any of my writers and artists, feel free to write 'em care of the above address. We'd be glad to forward your letters. See you in the pages of Wayfarer!

Welcome to the first installment



Jeof Vita
Asst. Editor

of Shahrazad's Tales, the official letters page for *Magic: The Gathering—Arabian Nights!* In this space, we hope to hear from all of you fans who have something to say about our books. Good or

bad, we welcome your comments, questions, or suggestions.

This miniseries chronicles the rise of one of the most powerful planeswalkers Dominia will ever know. Born on the multitude of planes known as Rabiah, Taysir must literally try to find himself by joining with his four other incarnations. Only after they are joined will Taysir find his destiny.

If you're just joining us, welcome to Armada and the Magic: The Gathering line of comics! Our goal with this and all of our Magic titles is to introduce you to the many fantastic planes in the universe of Dominia. Just in case you're not familiar with the wildly popular game of Magic, put up your kicks for a bit and let me try and explain.

Magic: The Gathering is, bar none, the nation's hottest trading card game. Players take on the roles of powerful wizards known as

planeswalkers. These wizards have the ability to access various spells which they use to defeat their opponent while defending their own territory.

The Arabian Nights expansion set was the first set of Magic cards released by Wizards of the Coast after the initial wave jolted weary game players to life. Each Arabian Nights card evoked the romance and mystery of the desert, exploring for the first (and thus far only) time, a complete mythos unto its own. Some of the most powerful cards in the game originated in this set, some of which were capable of tipping game balance. (Wizards of the Coast has since corrected the problem.) Unfortunately for most newer fans, the set was all too quickly consumed, and is now extremely hard to find. WotC will give fans another taste of some Arabian Nights cards with the release of the Chronicles subset due out this summer.

The lands of Dominia provide five different colored mana (red, black, blue, green, and white), which is the power source for all magic. Each color of mana represents different strengths and weaknesses which can make pretty powerful combinations. Spells differ in their casting cost and power, and certain spells have neat little fast effects which can make games more interesting. Players combine skill, strategy and a heaping dose of good luck to construct their decks.

Red magic is born of earth and fire, stemming from the mountains of the land. It is a very destructive and chaotic magic and, in a duel, is usually used for direct damage. Black magic rises from the swamps and thrives on death and decay. While Black magic can be ruthless, it can also prove to be a wizard's undoing. Blue magic flows from the islands and is the magic of deception and illusion as well as that of air and water. Green magic grows out of the forests and provides many creatures. While green can be calm and soothing, it also has the potential for swift destruction. White magic comes from the open plains, and focuses on healing and protection. There is also the power for noble war. Finally, there is the art of the artifact, which can be wielded using any color of mana. Artifact magic centers around ensorcelled items such as wands and talismans which provide a number of resources in a duel, such as extra mana or weakening your opponent.

The entire Armada team has put this book together for you—so enjoy!



SPECIAL SEPTEMBER RELEASE CONVOCA TIONS A Magic: The Gathering Gallery #1

As an extra-special treat for fans of Magic: The Gathering, Armada is uniting a veritable mob of today's brightest stars—including popular artists from Wizards of the Coast—to bring the magical worlds of Dominia to life. Each fully painted page in *Convocations—A Magic: The Gathering Gallery #1* will reveal the majesty and splendor of the Magic fantasy universe.

Included are some of Magic's most popular characters and clever spell combinations, which can be used in actual Magic: The Gathering game duels. The growing list of featured talent includes Magic artists Anson Maddocks, Doug Shuler, Quinton Hoover, Mark Tedin, Jeff Menges, Pete Venters, Dennis Detwiler, and Bryon Wackwitz, as well as Magic comics artists Mike Dringenberg, Rafael Kayanan, Alex Maleev, Dennis Calero, Charles Vess and Michael Kaluta!

Also in this issue, a special edition of Shawn Carnes' *Seer Analysis* column will explain each of the paintings in terms of the Magic: The Gathering card game, and include tips on unusual strategies and card combinations.

SEER ANALYSIS SHAWN CARNES

Hello, planeswalkers! This is Shawn again—one of the tried and tested Magic: the Gathering rules experts, here at Wizards of the Coast. This time around the comic book circuit, we get to take a look at the first Armada miniseries based on the earliest Magic: The Gathering expansion—Arabian Nights. My job is to take in all the action of the story, and interpret it in game terms. The Armada editors have asked me to provide these play-by-plays (which often include tips and strategies for making better game duels), for Magic fans, and readers who'd like a different take on what's transpiring. So, without further delay, onward to mayhem!

The storyline establishes itself pretty early and in a very interesting way; there are five different entities known as Taysir (the name's familiar to you Magic vets, isn't it?), and if they are somehow combined, they'll create a powerful planeswalker. The five people known as Taysir each represent one of the five differing colors of Magic. This we learn by the end of the first comic.

The Apprentice who has studied under the evil **Sorceress Queen** Nailah has the power of Black magic. The Nomad who fights the bandits and desert creatures has learned Red magic. The Shepherd, who lives on the edge of the forest summoning creatures to do his bidding, had learned the power of Green magic. The Dervish who spends his time in self-sacrifice, treating diseases and similar afflictions, has the power of White magic. The Baby, trapped in a **City in a Bottle** deep within the submerged castle of **El Hajjaj**, represents the Blue element of magic. Read the comic again and see if you can't find these elements in what these Taysirs do, or what their environment is like—I bet you'll be surprised!

These entities, when put together, will create a planeswalker with the full range of magical power.

Nailah and El Hajjaj are both working to capture the combined Taysir to do their own bidding. They do not count on Taysir himself attempting to serve his own destiny. Right off the bat, the Apprentice merges with the Shepherd after the Apprentice attacks him. This binds the Shepherd's power to the Apprentice who has been tutored by Nailah.

The Apprentice soon discovers, however, that Nailah has her own secret agenda which doesn't include either the best interests of the land or his own interests. During their first exchange, the writing team takes a little creative license with the magic. The Apprentice casts a **Sandstorm** to delay Nailah's advances. The Sandstorm, presumably learned from the Shepherd, does one point of damage to all attacking creatures. Technically, Nailah, a 1/1 Sorceress Queen, would die. Maybe the Apprentice was holding back! For the sake of the story, we'll let it slide. Nailah, however, cares little for the Apprentice's needs; she traps him in an **Oubliette**.

There are a lot of cards being represented in the comic that perhaps could be served by a little explanation in card terms. The Ring of Maruf is the device that allows Taysir to travel around and meet his other entities. In the game, the Ring is an artifact that will allow you to pull a card from outside the game and put it in your hand. This can be very handy if you need a card that you know is not in your deck to win the game. In essence, Taysir is taking himself "outside" of his "playing field" and "pulling" another aspect of himself into the "game." A clever interpretation.

Next, the Sorceress Queen and El Hajjaj are cards themselves—creatures, to be specific. The Sorceress Queen is a Black 1/1 creature which, if tapped, will turn any creature other than itself into

a 0/2 creature; it changes the number at the lower right end of the card to effectively read 0/2. This is very useful if you are playing Black and your opponent has a powerful creature you can't kill otherwise. El Hajjaj is also a Black 1/1 creature, which has the special ability of giving you one life point for every point of damage inflicted by El Hajjaj.

Try using El Hajjaj with a **Howl from Beyond**, a Black spell which costs one Black and X colorless, doing +X damage in conjunction with an attacking creature's damage. This little combo will allow you to rack up the life points while inflicting some serious damage!

Finally, the City in a Bottle is what some of us at Wizards of the Coast call a "table hoser." It's an artifact that, while in play, will force all cards with the Arabian Nights symbol on them to be discarded from play (the symbol is a scimitar, which is located on the right side of the card), as well as prevent any more from being played. This card is effective when you yourself aren't playing any Arabian Nights cards, while you are anticipating your opponent will do so.

What's in store for the conclusion of **Arabian Nights**? Well, I'd keep an eye on Raghīb—he seems to be a whole lot more than he is letting on. Also, there are only three entities of Taysir left after the first episode; the Apprentice merged with the Shepherd, giving the Apprentice the ability to use Green—but the Apprentice is securely imprisoned by Nailah. (He tries to summon a creature, but, as per the game, the Oubliette's power keeps the spell from being successful.) And we also see that the Dervish acquired the essence of the Nomad, giving the Dervish some Red magic capability. The group that can capture the Baby will most certainly have the advantage, and my guess is this might be the key. All should be answered in the next issue!

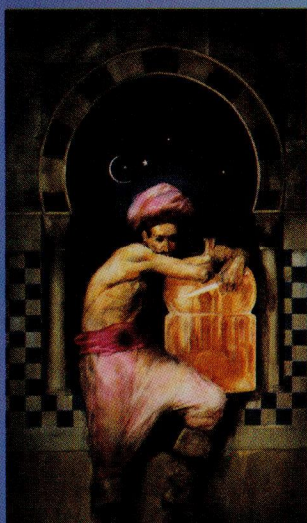
COMING IN SEPTEMBER

Magic: The Gathering Arabian Nights #2

The Sorcerer Queen Nailah launches her final gambit to bend Taysir to her will, and use his untold power to collapse the planes of Rabiah. Meanwhile, the final aspect of Taysir lies hidden in a City in a Bottle, secreted away by the dark El Hajjaj.

Taysir is forced to run a gauntlet and face a Guardian Beast to reach the bottle—but even then, the fight is not finished! A final confrontation pits Nailah, El Hajjaj, and the surviving aspects of Taysir against each other, with the fate of Rabiah hanging in the balance.

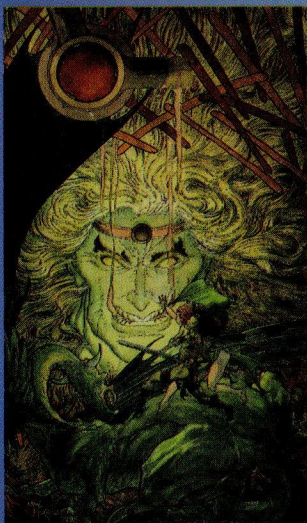
Featuring an official WotC Seer Analysis, covering the ultra-rare Magic: The Gathering — Arabian Nights expansion set. Cover by Mike Dringenberg.



Magic: The Gathering Wayfarer #3

On the peaks of Dominaria's highest mountains—the confrontation Magic fans have been waiting for! In an effort to rescue his lost love, the Shadow Mage journeys with the Planeswalker Kristina into the very heart of Corondor. What he finds is his darkest enemy—the hideously transformed Battlemage Ravidel.

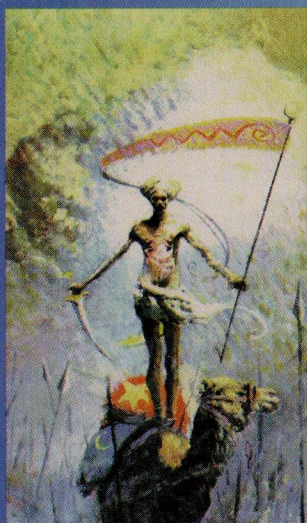
This issue's got it all: the return of Liana, the Sages of Minorad, the fate of the D'Avenant Archer, and a mysterious new magician named Daria. Also, Shawn Carnes' popular Seer Analysis column supplies tips on "Raging with Red" in your M:TG game duels. Renowned fantasy illustrator Michael Kaluta recreates the Shadow Mage's confrontation with the notorious Shivan Dragon on this issue's painted cover.



Magic: The Gathering Antiquities War #3

Years after the fall of Tocasia's school, Urza and Mishra continue down their destructive paths. Now powerful merchants, the brothers lock in a power struggle that plunges the city of Kroog into total chaos. Along the way, both brothers recruit apprentices to aid them in their tasks.

Tawnos makes a discovery that piques Urza's interest. Mishra, loathe to take on students, encounters a mysterious woman named Ashnod, who controls a powerful magical staff—and possibly, much more. Tawnos and Ashnod are both prominently featured in the Magic: The Gathering—Antiquities expansion set. Featuring Shawn Carnes Seer Analysis column, with tips on using Antiquities cards in your game duels, and a hot cover by George Pratt.



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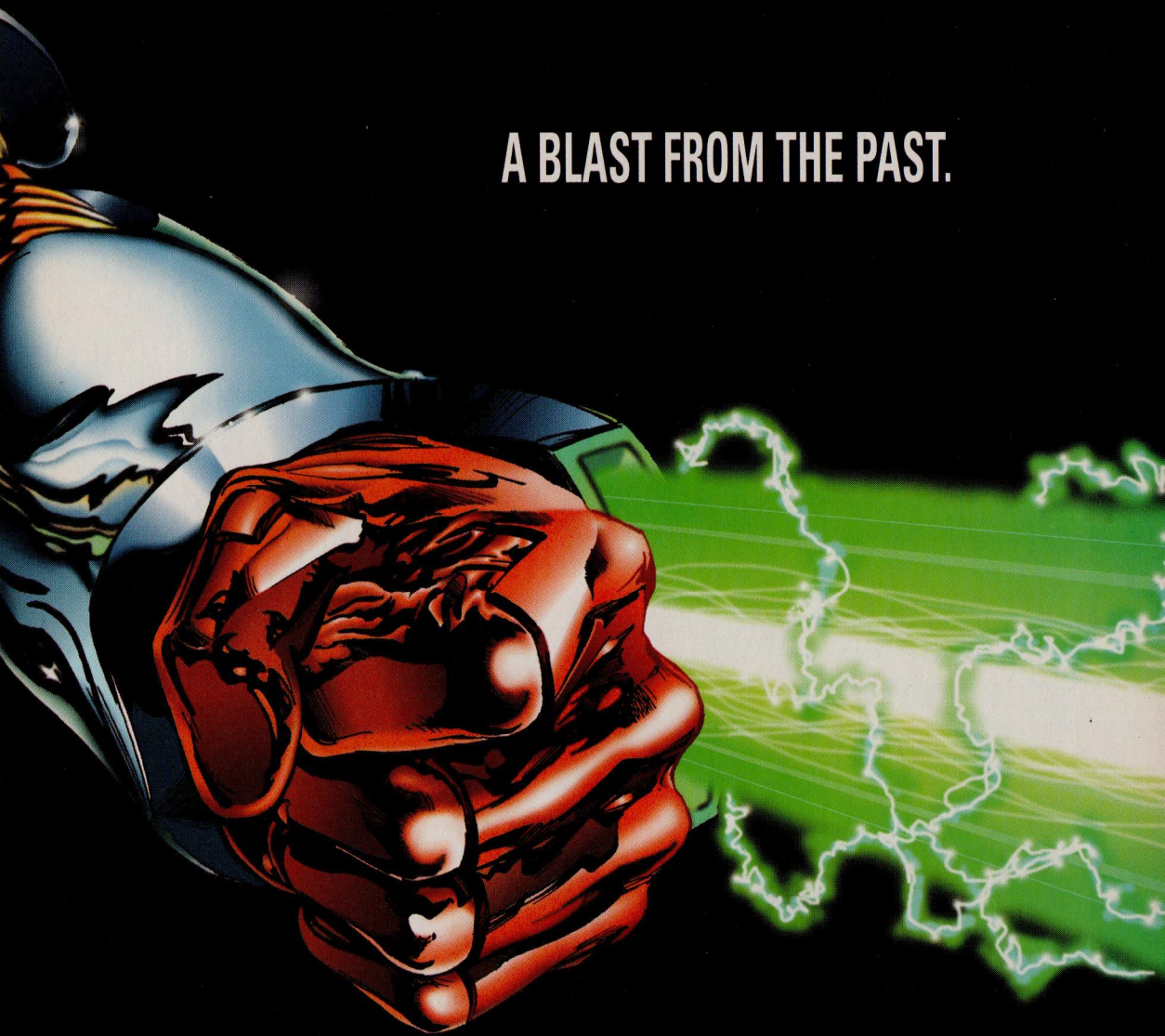
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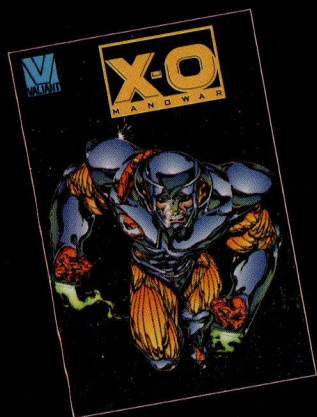
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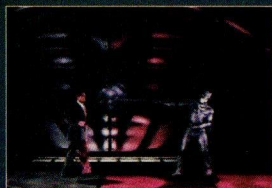
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